

Title: Places of Power

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Everyone is familiar with  
the various shrines and  
moongates that can be  
found in various places  
throughout the land.

Moongates allow  
passage  
from place to place and  
between the 3 facets.  
The shrines are mostly  
known for their benefits  
to the... metaphysically  
inconvenienced... The  
purpose of this study is  
to analyze the ether in  
and around these places  
of power, or "hot spots"  
as I like to call them, in  
order to gain a better  
understanding of the flow  
of mystic energies  
through the realm.

-Felucca-

The energies of the  
places of power in  
Felucca were fairly stable  
for quite some time.

The moongates drew from  
the ambient energy of  
the circle of stones,  
while the shrines acted  
mainly as a kind of  
etherial storage sponge.

The first major  
disturbance occurred when  
Minax began her invasion.

The corruption of the 8  
virtue shrines fueled her  
powers and subtly  
wounded the land. This  
wound would become  
apparent when Lord  
British and his mage  
Nystul completed the  
ritual that would open

the way to/create Trammel. There is a disagreement among scholarly circles as to what exactly happened and who is to blame for the resulting cataclysm in Felucca. In my own studies, I have determined that the structures built in the various cities were some kind of etherial projectors that diverted energies from the then-corrupted shrines and projected them onto a formless proto-facet.

This would explain why Trammel is an almost exact copy of Felucca, and why it was uninhabited when the first Britannians arrived. Such a great discharge of mystical energies cannot occur without consequence, as history has shown us.

When the Shadowlord Faction revolted against Minax she relinquished her hold on the shrines, as they were of little use with most of their energy drained.

-Trammel-

The vast majority of the energies from the hot spots in Trammel are actively used to power the "Justice" effect that makes it much more difficult to do violence against another person. It is a crude and incomplete effect at best, but it does its part to keep the general populace safe from random violence (specific, organized violence by large groups is another matter however...). The relative lack of etherial background energy in Trammel does make it much more difficult to work magic on a larger

scale than simple spells.  
One has to wonder if  
this has something to do  
with the Council of  
Mages' disapproval of  
Lord British's actions...

-Illshenar-

Illshenar is something  
of a mystery. The  
shrines and moongates  
each share hotspots,  
which leads to  
several...

unconventional mystic  
areas. The Tree of  
Life in the middle of  
the charred forest is  
one example of such a  
place. Further  
exploration is  
necessary to determine  
more about the nature  
of these regions. As  
for the shrines, most  
of their energies seem  
to be devoted to 2  
things: keeping the  
moongates stable and  
open across all 3  
known facets, and  
shielding Illshenar  
from other means of  
entry, either by  
moonstone gate or  
other means. This  
same effect seems to  
be what prevents the  
Recall and Gate spells  
from functioning.

The residual "justice"  
effect seems to "bleed"  
over from Trammel,  
though it is difficult  
to say whether this is  
in fact its true  
source. Without  
more detailed  
knowledge of the  
actions of the previous  
inhabitants of  
Illshenar there is  
little else that can be  
determined.